



PSI WARS
INSTRUCTIONS

INTERGALACTIC PSI WARS

1.0 Background

In the 37th century, most of humanity has been wiped out. Competing warlords have harnessed the essential scientific knowledge that has been used for eons by the Galactic Elders to maintain stability throughout the known universe. These Creation Units include **Bio-Acceleration**, **Neurogenesis**, **Digital Splicing** and **Material Animation**. The secret understanding of the fundamental elements of the universe has been unleashed by an unknown force. The knowledge of Creation has now spread far and wide causing unchecked mass-extinctions on planets and even entire galaxies.

Seizing back control is essential to maintain power within the Galactic Alliance. To enlist the help of humans across temporal planes, a Hyper-Card technology has been developed that allows you to take part in planetary battles and help re-establish order.

To use these advanced technologies, you will establish a lab on a planet to create an army that includes Beings, Cyborgs and Robots, as well as the equipment necessary to enhance their abilities to attack and defend. Embedded in each hyper-card is the underlying technical information as well as the resources necessary to create a Battle Unit, piece of Equipment or Power.

Competing warlords are also trying to build an army to control the planet. Your goal is to destroy the opposing armies and obliterate their lab.

Hyper-card technology is not difficult to master, but you need to understand the rules.

2.0 Objective and Victory Condition

To destroy the opposing Warlord's lab by reducing the lab's Hit Points to zero, thereby establishing hegemony over the planet

3.0 Hyper-Cards Overview

There are three basic types of cards:

3.1 Creation Units

Creation Units are the essential technological elements that allow you to build Battle Units, Equipment and Powers.

2.11 Digital Splicing – Creation Unit

Digital Splicing enables control and digital integration of DNA or metal-

based materials



2.12 Neurogenesis – Creation Unit

Neurogenesis creates neurological growth that far exceeds natural parameters resulting in Psionic abilities that can attack and defend using only the mind.



2.13 Bioacceleration – Creation Unit

Bioacceleration allows you to hasten the growth of a biologically-based being.



2.14 Material Animation – Creation Unit

Material Animation ionizes metals to transform them into highly malleable yet nearly indestructible materials that can fuse to either DNA or Cyber intelligence. **Material Animation** allows for Digital Splicing for Cyborgs, Robots and Equipment.



3.2 Battle Units

There are three types of Battle Units:

- i) Beings – possess genetically engineered bodies and neurologically-based brains that contain no digital, metal or cyber elements
- ii) Robots – are based solely on metal and cyber components
- iii) Cyborgs – contain both DNA and cyber-enhanced abilities. Cyborgs have effect-at-a-distance capabilities

The blue stripe under the card's name on the left-hand side of the card. Indicates a Hyper-Card is a Battle Unit.

FIGURE: Blue stripe on left side indicates a Battle Unit



The demarcation of Being, Robot or Cyborg is capitalized on the card bottom text.

3.3 Equipment

Equipment can be used to enhance the attack or defense attribute of a Battle Unit [See Section 4.0 Battle Unit Attributes]. You can identify an Equipment Card by the magenta stripe under the Hyper-Card's name on the left-hand side of the Hyper-Card.

Figure Below: Magenta stripe indicating Equipment card



Equipment, like a Battle Unit, is created in your Lab [See Section 5.0 Creating in Your Lab].

Any Battle Unit can be Equipped with a maximum of one Equipment Card. The Equipment Hyper-Card slides under the Battle Unit Hyper-Card when it is Equipped.

Figure below: Robot with Equipment, Note: bottom card with magenta stripe on left side is under the Robot card with the blue stripe on the left side.



3.4 POWERS

You can identify a Power Hyper-Card by the white stripe under the card's name on the left-hand side of the Hyper-Card.

Figure Below: White stripe indicating Power Hyper-Card



A Power can be played anytime during the Attacker or Defender's Turn [See Section 5 – Turn Play]

4.0 Battle Unit Attributes

Towards the bottom of each Battle Unit's card are three screens (from left to right): A green screen with 2 numbers, a blue screen with 2 numbers and a red screen with 2 numbers. These attributes will be used to determine battle outcomes. The Green screen is the Battle Unit's Cyber capabilities. The Blue screen is Battle Unit's Psionic capabilities. The Red screen is the Battle Unit's Physical capabilities.

Figure: Character attribute screens



4.1 *Cyber Attack and Defense Screen*

The green screen [left-most screen on the card above] is the Cyber attributes of the Battle Unit. The number on top represents the Battle Unit's Cyber Attack strength, while the number on bottom represents the Battle Unit's

Cyber Attack defense strength.

4.2 *Psionic Attack and Defense Screen*

The **blue** screen [center screen on the card above] is the Psionic attributes of the Battle Unit. The number on top represents the Battle Unit's Psionic Attack strength, while the number on bottom represents the Battle Unit's Psionic Attack defense strength.

3.4 *Physical Attack and Defense Screen*

The **red** screen [right screen on the card above] is the Physical attributes of the Battle Unit. The number on top represents the Battle Unit's Physical Attack strength, while the number on bottom represents the Battle Unit's Psionic Attack defense strength.

5.0 How to Create in Your Lab

The upper right hand of the Hyper-Card are 5 lights that are either on or off.



There is a number next to each light. The number next to the light indicates the number of Creation Unit cards necessary to activate the Hyper-Card to either create a Battle Unit or piece of Equipment in your lab, as well as enabling a Power.

5.1 Digital Splicing

The top-most light on the left is a **green** light that indicates the number of **Digital Splicing Creation Units** necessary to activate this Hyper-Card.

5.2 Neurogenesis

The second light down on the left is a **blue** light that indicates the number of **Neurogenesis Creation Units** necessary to activate this Hyper-Card.

5.3 Bio-Acceleration

The third light down on the left is a **red** light that indicates the number of **Bio-Acceleration Creation Units** necessary to activate this Hyper-Card.

5.4 Material Animation

The fourth light down on the left is a **magenta** light that indicates the number of **Material Animation Creation Units** necessary to activate this Hyper-Card.

5.5 Any Creation Unit Light

The fifth light down is a white light. If it is on and indicated necessary to build a Hyper-Card, any non-depleted (see 5.6) Creation Unit can be used

5.6 Creation Unit Power Depletion

You can use a Creation Unit once per turn. When it is used to create a Battle Unit, Equipment or Power, it is depleted and should be indicated as such. At the beginning of every turn, all Creation Units are replenished for use for that turn.

6.0 Game Play Overview

6.1 Getting Started

Each player searches their deck and places one of each of the four Creation Units in their lab. Each player then shuffles their deck and selects the top 8 cards for their beginning hand. Both Players roll a dice and the Player with the higher roll goes first.

Each player rolls a 1D6 (six-sided die) and whoever wins goes first. The player that goes first does not draw a card for their first turn. For subsequent turn, each player begins by drawing a single card from the top of their deck.

6.2 Phase 1 – Creation Units

For each turn, a Player may place up to one additional Creation Unit from their hand face up in front of them in their lab. Creation Units can be used on the turn that they are placed in the lab.

For each Player's turn, each Creation Unit can be used one time to create a Battle Unit, Equipment, activate a Power, etc and is then Depleted.

At the end of a Player's turns, Player's Depleted Creation Units are all Replenished. All Disoriented or Depleted Battle Units are also Replenished (See 6.5.4).

6.3 Phase 2 – Build Phase

At the beginning of this Phase, Player can use Replenished Creation Units to build a Battle Unit, piece of Equipment or activate a Power based on the required Hyper-Card Creation Unit requirements and then place it in their lab face up. Battle Unit and Equipment Hyper-cards enter the lab Depleted. Powers can be activated immediately. Player cannot use a Battle Unit or Equipment Hyper-Card on the turn Hyper-Card is created. Player needs to indicate that the Creation Units necessary to create the Hyper-Card are Depleted and cannot be used again until the beginning of the Player's subsequent turn.

Power Hyper-Cards are the only exception; As long as the required Creation Units are available to activate a Power Hyper-Card, a Power can be used when built, either during the Build Phase (such as a Creation Oracle or Equipment Hunter) or during the Battle Phase (Traps, Mental or Electro-Magnetic Disrupters, etc) See 6.5.

At the end of the Build Phase, Player can make Rolls that free Battle Units from Traps.

6.4 Phase 3 – Equipping

Player can Equip a Battle Unit with Equipment that was created during any of Player's previous turns. This is indicated by sliding the Equipment Hyper-Card under the Battle Unit such that the Equipment Hyper-Card's attributes show below the bottom of the Battle Unit's Hyper-Card:



6.5 Phase 3 – Battle Phase

6.5.1 *Lab Hit Points*

Each Player's lab begins the game an agreed upon number of Lab Hit Points. A range of 20-40 points is recommended, depending on amount of time Players wish to play. Players can keep track of their Lab Hit Points by using two 10-sided dice, where one die indicates the tens-digit and the other the ones-digit. When a Player's Lab Hit Points reach zero, their lab is destroyed and they lose. See 6.5.4.4

6.5.2 **Declaring Attackers**

At the beginning of the Battle-Phase on a Player's turn, Player can declare which of their Battle Units they wish to use to attack their opponent. Equipment Hyper-Cards, if desired, must be placed under a Battle Unit Hyper-Card at this point. Battle Unit Hyper-Cards can have only one piece of Equipment attached to it during a Turn.

Attacker cannot specify which opponents they are attacking. Player pushes Battle Units, with or without Equipment, forward to the Battlefield to indicate which Battle Units will attack

6.5.2.1 **Stacking Attackers**

The Attacking Player can declare attacking Battle Units in one of two ways:

- i) An individual Battle Unit can attack by itself or
- ii) The Player may 'Stack' two attackers, meaning that the Player slides one Battle Unit under another (the order doesn't matter) such that both Battle Units characteristics are showing. When stacked, the Battle Units' Attack and Defense strengths are calculated by adding up the Cyber, Psionic and Physical Attack and Defense Strength of each Hyper-Card. For instance, the stacks total Cyber Attack capabilities are the two cards' two Attack Strengths added up. Similarly, the total Cyber Defense Strength is determined by adding up the two cards' Defense Strengths and so on.
- iii) **Note:** The maximum Hyper-Cards in a stack is four: two Battle Units, with each Battle Unit having a maximum of one Equipment Hyper-Card attached to it.

6.5.3 Declaring Defenders

After the Attacking Player has declared which cards are attacking and in what formation, the Defending Player can declare a defense. The defending options are:

- i) Let any attacking individual or stacked Hyper-Card(s) directly attack the Defending Players Lab. This can be because the Defending Player does not have any Battle Units to Defend their lab or they believe it is strategically advantageous to take the damage to the Lab rather than sacrifice a Battle Unit. The damage that the lab will sustain is the total **Physical Attack Strength** of the individual or Stacked Hyper-Cards.
- ii) Allocate a maximum stack of four Hyper-Cards to Defend [Two Battle Units Hyper-Cards and Two Equipment Hyper-Cards] against any Attacking Hyper-Cards. Note: Defender can choose to defend against individual or Stacked attacking Hyper-Cards with either individual or Stacked defending Hyper-Cards.

6.5.4 Battle Outcome Calculations for Cyber, Psionic and Physical Battles

6.5.4.1.1 Determining Attacker Strength

The Attacker adds up the Attack Strength of the Attacking Stack (up to two Battle Unit Hyper-Cards and up to two Equipment Hyper-Cards) to determine Total Attack Strength.

6.5.4.1.2 Determining Defender Strength

The Defender adds up the Defense Strength of the Defending Stack (up to two Battle Unit Hyper-Cards and up to two Equipment Hyper-Cards) to determine Total Defense Strength.

6.5.4.1.3 Determining Winning Battle Outcome

Attacker and Defender each roll one 6-sided die (1D6). Attacker adds Total Attack Strength to their die roll to determine the Modified Attack Roll. Defender adds Total Defense Strength to their die roll to determine Modified Defense Roll. If

Attacker's Modified Attack Roll is greater than Defender's Modified Defense Roll then Attack is successful. Tie goes to the Defender.

By way of example of a Cyber Attack:

Attacker's Stack



Defender's Stack



The Attacker's Cyber Strength is $0 + 2 = 2$.
The Defender's Cyber Defense is $2 + 3 = 5$

Modified Attack Strength = result of 1D6 die roll + 2

Modified Defense Strength = result of 1D6 die roll + 5

The Attacker wins if $(\text{Attacker's } 1D6 + 2) > (\text{Defender's } 1D6 + 5)$

6.5.5 Battle Phases

Order of Battle Phases

- i) Cyborg Distance Attack as described on bottom of card
- ii) Cyber or Psionic Attack (Attacking Player decides)
- iii) Cyber or Psionic Counterattack (Defending Player decides)
- iv) Physical Attack & Physical Counterattack

6.5.5.1 Cyborg Attack at a Distance Phase

The Attacking Player's Cyborgs can initiate Battle by engaging their designated Abilities indicated at the bottom of their Hyper-Cards; first the Attacking Player's Cyborgs and then the Defending Player's Cyborgs. If a Cyborg's Ability is not Depleted during this Phase, it can Attack or Defend using its Cyber, Psionic and Physical Abilities described in the rest of this section below.

6.5.5.2 Cyber or Psionic Engagement Phase

Attacker first declares a Cyber or Psionic Attack and follows the Battle Outcome procedure outline in 6.5.4 above. If Attack is successful then Defender is Disoriented and cannot Counterattack Cyberly, Psionically or Physically.

6.5.5.3 Cyber or Psionic Counterattack

If Attacker's Cyber or Psionic Attack is unsuccessful, Defender can Counterattack by declaring either a Cyber or Psionic Counterattack and following Battle Outcome Calculations in 6.5.4 above. If Defender's Counterattack is successful then Attacker is Disoriented and cannot Counterattack Physically.

6.5.5.4 Physical Engagement Phase

If Attacker is not disoriented, Attacker will attack Physically. If successful, Defender is destroyed. If Defender is not destroyed and is not disoriented, Defender will attack Physically. If successful, Attacker is destroyed.

6.5.5.4.1 What if a Battle Unit Does Not Have Cyber or Psionic Attributes?

- i) Beings that do not have any Cyber capabilities cannot attack or be attacked Cyberly.
- ii) Beings that do not have any Psionic capabilities cannot attack or be attacked Psionically.
- iii) Cyborgs can attack and be attacked Cyberly and Psionically.

6.5.5.5 End of Turn

At the End of Player's Turn, all undestroyed Attacking and Defending Hyper-Cards that are engaged are now Depleted and cannot be used again until the beginning of a Player's Turn.

6.5.6 End of Game

6.5.6.1 The game is over when one Player's lab has zero health points. Player's can decide on how many points the labs begin with, but a range of 20-40 points can be used depending on how long Players wish to play.